AMENDMENTS TO THE CLAIMS
(REPLACEMENT SHEETS/CLEAN VERSION)

The listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1-7 (cancelled).

8 (currently amended). In a computer environment in which a user interacts with the computer using a mouse and a screen, a system for carrying out a process for providing the user with bilingual annotation on a piece of textual information in a first language contained in an electronic document displayed in the user's screen, consisting of:

a module for screen-scraping a segment of text adjacent to, or overlaid by, the user's mouse pointer;

a module for calibrating said screen-scraped segment of text into a query, the length of said segment of text being automatically adjusted according to one or more logic, linguistic and/or grammatical rules;

a module for translating said query into a second language; and

a module for displaying on the user's screen a callout dynamically associated with the user's mouse pointer, said callout containing said query and said query's translation, having a tail which approximately overlaps with the user's pointer, and being adaptive to fit a content therein.

9-14 (cancelled).

15 (**currently amended**). In a computer environment in which a user interacts with the computer using a mouse and a screen, a method for providing the user with bilingual annotation on a piece of textual information in a first language contained in an electronic document displayed in the user's screen, consisting of the following steps:

moving the user's mouse pointer to a place in the user's screen;

screen-scraping a segment of text adjacent to, or overlaid by, the user's mouse pointer;

calibrating said screen-scraped segment of text into a query according to one or more rules, the length of said segment of text being automatically adjusted according to one or more logic, linguistic and/or grammatical rules;

translating said query into a second language by looking up a database and applying a set of logic, linguistic and grammatical rules; and

displaying on the user's screen an annotation callout dynamically associated with the user's mouse pointer, said annotation callout containing said query and said query's translation, having a tail which approximately overlaps with the user's mouse pointer, and being adaptive to fit a content therein.

16-31 (**cancelled**).

32 (**currently amended**). In a computer network which supports a software application, said application having a graphical user interface embedded in each page of a web server' website, said graphical user interface having means for activation or deactivation of said application and means for selecting a second language from a list of languages, a method for returning to a remote user from a web server a bilingual annotation on a piece of textual information in a first language contained in the website supported by the web server, consisting of the following steps:

moving the user's mouse pointer to a place in the user's screen;

screen-scraping a segment of text in the first language adjacent to, or overlaid by, the user's mouse pointer, the length of said segment of text being automatically adjusted according to one or more logic, linguistic and/or grammatical rules;

sending said screen-scraped segment of text to the web server;

calibrating said screen-scraped segment of text into a query according to one or more rules;

translating said query into the second language by looking up a database and applying a set of logic, linguistic and grammatical rules;

returning said query along with said query's translation to the user's computer; and

displaying on the user's screen a callout dynamically associated with the user's mouse pointer, said callout containing said query and said query's translation, having a tail which approximately overlaps with the user's pointer, and being adaptive to fit a content therein.

33-58 (**cancelled**).

59 (**new**). In a computer environment in which a user interacts with the computer using a mouse and a screen, a system for carrying out a process for providing the user with bilingual annotation on a piece of textual information in a first language contained in an electronic document displayed in the user's screen, consisting of:

a module for screen-scraping a segment of text adjacent to, or overlaid by, the user's mouse pointer;

a module for calibrating said screen-scraped segment of text into a query, the length of said segment of text being automatically adjusted according to one or more logic, linguistic and/or grammatical rules;

a module for translating said query into a second language; and

a module for displaying on the user's screen a callout dynamically associated with the user's mouse pointer, said callout containing said query and said query's translation, and said callout having a tail which approximately overlaps with the user's pointer.

60 (**new**). In a computer environment in which a user interacts with the computer using a mouse and a screen, a method for providing the user with bilingual annotation on a piece of textual information in a first language contained in an electronic document displayed in the user's screen, consisting of the following steps:

moving the user's mouse pointer to a place in the user's screen;

screen-scraping a segment of text adjacent to, or overlaid by, the user's mouse pointer;

calibrating said screen-scraped segment of text into a query according to one or more rules, the length of said segment of text being automatically adjusted according to one or more logic, linguistic and/or grammatical rules;

translating said query into a second language by looking up a database and applying a set of logic, linguistic and grammatical rules; and

displaying on the user's screen an annotation callout dynamically associated with the user's mouse pointer, said annotation callout containing said query and said query's translation, and said annotation callout having a tail which approximately overlaps with the user's mouse pointer.